

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application. Please cancel claims 23 and 37 without prejudice to or disclaimer of the subject matter therein. Currently amended claims are shown with additions underlined and deletions in ~~striketrough text~~. No new matter is added by this amendment.

Listing of Claims

1.-16. (Canceled).

17. (Currently amended) An apparatus, comprising:

a housing having a base, a casing and a button, said casing and said button being movable with respect to said base;

a tracking element disposed within said housing, said tracking element configured to track a motion of said housing in a first direction and a second direction different from the first direction;

a movement generator disposed within and coupled to said housing, said movement generator configured to deliver a tactile sensation in response to a sensory feedback signal received over a signal channel; and

a resilient material ~~coupled to~~ disposed between said casing and said base ~~housing,~~ said resilient material configured to deliver the tactile sensation by storing and releasing energy.

18. (Previously presented) The apparatus of claim 17, wherein said movement generator is configured to generate vibrations of varying frequency corresponding to different graphical details on a graphical display.

19. (Previously presented) The apparatus of claim 18, wherein said sensory feedback signal is configured to convey a particular vibration frequency by a coding of pulse sequences.

20. (Previously presented) The apparatus of claim 17, wherein said movement generator is configured to generate said tactile sensation over the entirety of said housing.

21. (Canceled).

22. (Currently amended) The apparatus of claim 17, wherein said ~~housing includes a casing portion and a lower portion, said movement generator being~~ is configured to move said casing portion with respect to said ~~lower portion~~ base.

23. (Canceled).

24. (Previously presented) The apparatus of claim 17, wherein said movement generator includes an electromagnetic actuator.

25. (Previously presented) The apparatus of claim 17, wherein said movement generator is further configured to deliver the tactile sensation based on an interaction with graphical details on a graphical display, at least one of the graphical details being a border of a window.

26. (Previously presented) The apparatus of claim 17, wherein said movement generator is further configured to deliver the tactile sensation based on an interaction with graphical details on a graphical display, at least one of the graphical details being an icon.

27. (Previously presented) The apparatus of claim 17, wherein the motion of said housing includes a vibration of said housing, different graphical details of a graphical display corresponding to different frequencies of the vibration.

28. (Previously presented) The apparatus of claim 17, wherein said movement generator is configured to generate a motion of said housing by impacting said housing with a moving portion of said movement generator.

29. (Previously presented) The apparatus of claim 28, wherein said movement generator is configured to impact said housing at a location underneath a top surface of said housing.

30. (Currently amended) An apparatus, comprising:

a housing including a lower portion and an upper portion, said lower portion movable over a substantially flat surface, said upper portion being movable with respect to said lower portion;

a tracking element disposed within said housing, said tracking element configured to track movement of said housing with respect to the substantially flat surface;

a movement generator disposed within and coupled to said housing, said movement generator configured to output a tactile sensation through said housing in response to a sensory feedback signal received over a signal channel; and

a resilient material disposed between said lower portion and said upper portion~~coupled to said housing~~, said resilient material configured to enable the output of the tactile sensation by storing and releasing energy.

31. (Previously presented) The apparatus of claim 30, wherein said movement generator is configured to output bump sensations of varying magnitude corresponding to graphical details on a graphical display.

32. (Previously presented) The apparatus of claim 30, wherein said movement generator is configured to vibrate said housing at varying frequencies corresponding to different graphical details on a graphical display.

33. (Previously presented) The apparatus of claim 30, wherein the tactile sensation includes a vibration of said housing, the sensory feedback signal being configured to convey a particular vibration frequency based on a coding of pulse sequences.

34. (Canceled).

35. (Previously presented) The apparatus of claim 31, wherein said resilient material is configured to enable said bump sensation.

36. (Previously presented) The apparatus of claim 30, wherein said movement generator is configured to move ~~an~~said upper portion of said housing with respect to said lower portion of said housing.

37. (Canceled).

38. (Previously presented) The apparatus of claim 30, wherein said movement generator includes an electromagnetic actuator.

39. (Previously presented) The apparatus of claim 30, wherein said movement generator is configured to activate based on a simulated interaction with graphical details on a graphical display, at least one of the graphical details being a border of a window.

40. (Previously presented) The apparatus of claim 30, wherein said movement generator is configured to activate based on a simulated interaction of a cursor with graphical details on a graphical display, at least one of the graphical details being an icon.

41. (Previously presented) The apparatus of claim 30, wherein said tactile sensation includes a vibration of said housing.

42. (Currently amended) The apparatus of claim 30, wherein said movement generator is configured to generate motion of ~~an~~ said upper portion of said housing by impacting said upper portion with a moving portion of said movement generator.

43. (Currently amended) A method, comprising:

receiving at a mouse device a sensory feedback signal, the mouse device having a button, a casing portion and a bottom portion, the button and the casing portion being movable with respect to the bottom portion, a resilient material being disposed between the casing portion and the bottom portion; and

generating a movement of ~~a~~ the casing portion of said mouse device with respect to ~~a~~ the bottom portion of said mouse device in response to said received sensory feedback signal.

44. (Previously presented) The method of claim 43, wherein generating the movement includes generating vibrations of varying frequency, each frequency corresponding to a different graphical detail on a graphical display.

45. (Previously presented) The method of claim 44, wherein the sensory feedback signal is operative to output a particular vibration frequency by a coding of pulse sequences.

46. (Previously presented) The method of claim 43, wherein the movement of the casing portion is generated by a movement generator including electromagnets.

47. (Previously presented) The method of claim 46, wherein the movement generator is configured to activate based on a simulated interaction with graphical details on a graphical display, at least one of the graphical details being a border of a window.

48. (Previously presented) The method of claim 46, wherein the movement generator is configured to activate based on a simulated interaction with graphical details on a graphical display, at least one of the graphical details being an icon.

49. (Previously presented) The method of claim 43, wherein the movement of the casing portion includes a vibration of the casing portion.

50. (Previously presented) The method of claim 43, wherein a movement generator is configured to generate the movement of the casing portion by impacting the casing portion with a moving portion of the movement generator.

51. (Previously presented) The method of claim 50, wherein the movement generator impacts the casing portion at an upper surface of the casing portion.

52. (Previously presented) The method of claim 43, wherein the movement of the casing portion includes slanting the casing portion in a direction with respect to the bottom portion.

53. (Previously presented) The method of claim 43, further comprising:

limiting a movement of a cursor to within a border of a graphical detail on a graphical display; and

releasing said cursor from within the border when the casing portion is depressed with respect to said bottom portion.

54. (Previously presented) The apparatus of claim 22, wherein said movement of said casing portion includes slanting the casing portion in a direction with respect to said lower portion.